



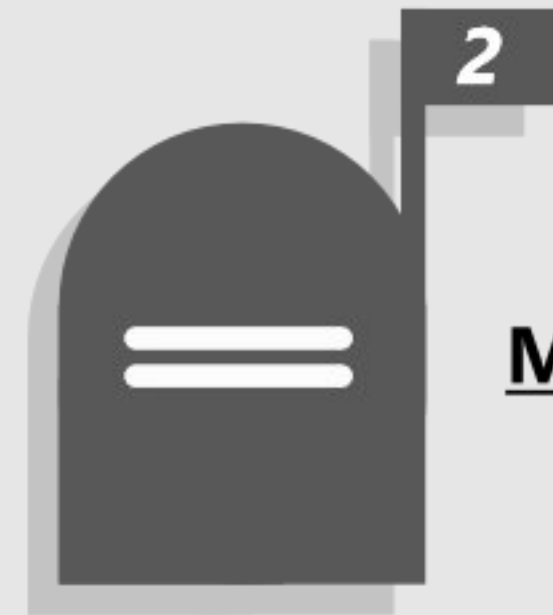
ArchiveOS

CONSOLE VERSION

Starting Up...



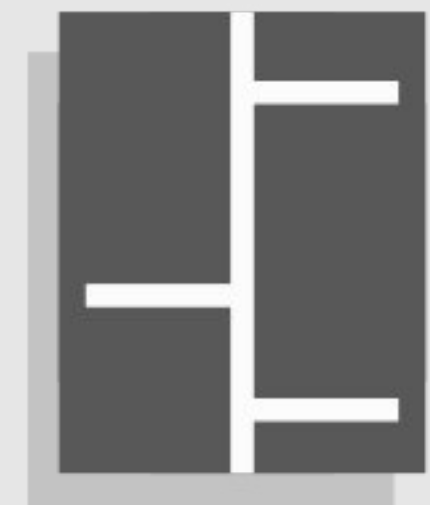
Desktop



MAIL.box



GAME.prompts

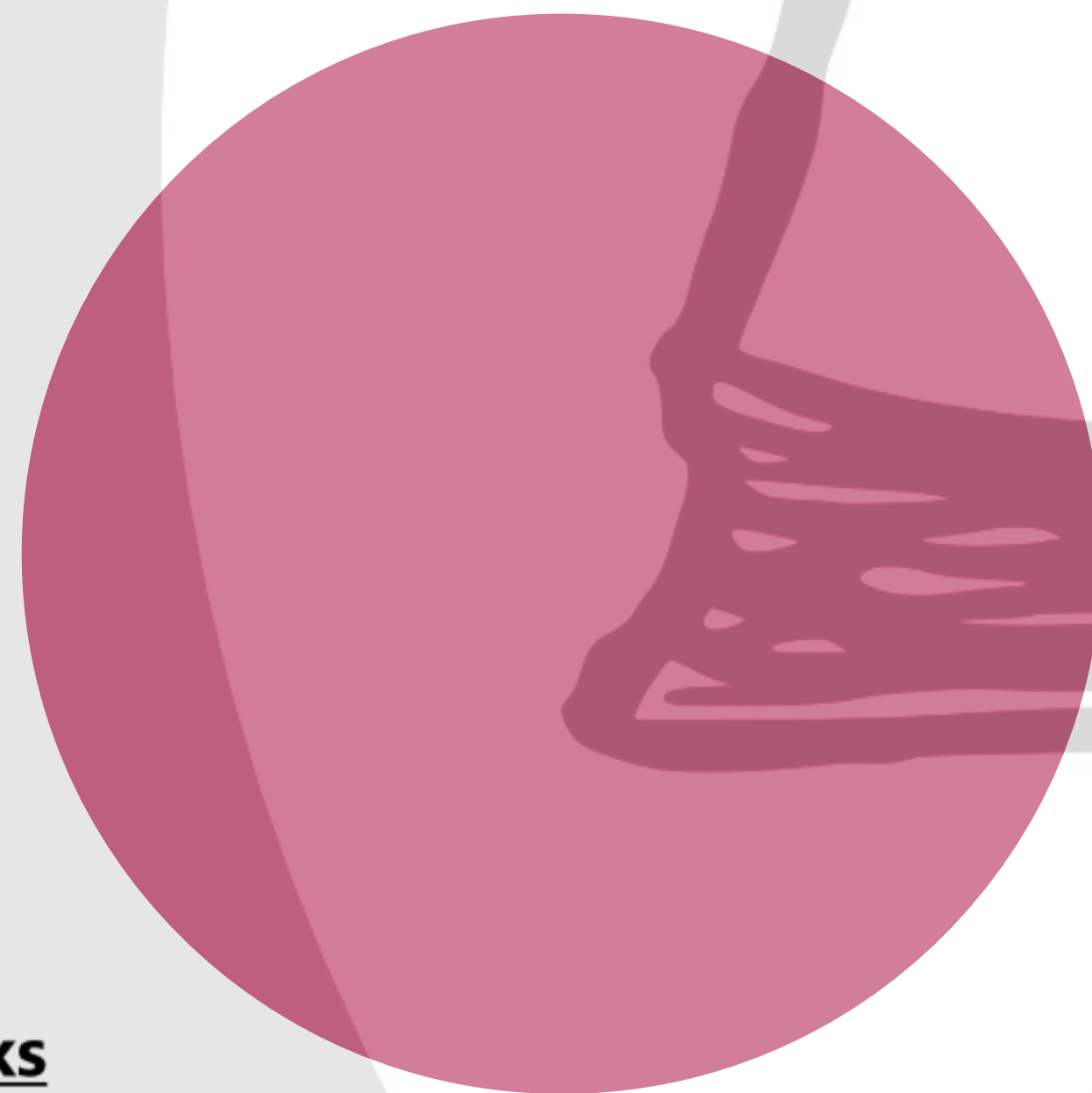


TIME.line



RESOURCE.links

Created by
Michael Klamerus & mv
Based on ForeverDex by
Adam Vass
<https://worldchampgameco.itch.io/foreverdex>



Mailbox



FROM: A. BOOKS - ARCHIVING LEAD
SUBJECT: Newcomers

Greetings volunteer! Welcome to the ArchiveOS (Archie for short) team. As you know, we have received many obscure video games delivered to our storage unit in [REDACTED]. You are probably holding one of those in your very own hands right at this moment. Your job will be to use Archie's superb (almost magical) emulation capabilities to play that game and note your experience with it. If you manage to figure out the history behind it, that would also really help our archival efforts.

Best of luck,

A. Books

FROM: A. BOOKS - ARCHIVING LEAD
SUBJECT: Tutorial

Find

Archie (short for ArchiveOS) will ask you to type in the **product code** of your game. It is the **four digits** you find on your discord tag or the five digits of your postal code. Use the table to find out more about the game, such as the genre, theme, platform, one of the game's features, and what was packed in with the game (also known as a feelie) if you have a fifth number. You can swap the digits in any order you like to get a result you prefer.

The five number classification system only works if you live in the US. If you do not, please search for other numbers in the mailing address that you can use instead.

Code: 2197

2: FPS, 1: Fantasy, 9: Portals94, 7: Multi Theme! + Fishing.

Fishing Portals Simulator. One of the shooter looter games where you have to jump through portals to hell in order to collect the rarest fish and win the fishing championship.

Sum up the digits of your product game to see the amount of time it took you to beat the game. Think about if it's around the average, too long or too short? Did you replay it or had to restart? Note down your findings in a short entry.

2+1+9+7 = 19 days to beat the game. The last portal was a bit tricky, but I managed to catch that legendary Hell Salmon.

Note

Once you have learned more about the game, **describe it** using the fields on the form. Be sure to include the name of the game, product code, year released, platform, gameplay notes, and historical notes.

Fishing Portals Simulator, released in 1995 on Portals94. Gameplay consisted of controlling a fisherman from a first person perspective. At the start of the game you wield a simple fishing rod, but as you progress through more and more portals you unlock new rods (including magical ones). The goal of the game is to catch legendary fish that live in the world where the portals lead. You also have to fight off the occasional demons. There was even an option to publish your fish to an online forum.

After the game has been documented, use the space on the left side of the form to recreate the box art. Covers of video games often include the **elements from the game** and the **title**, but they could also have very little to do with the game or make the game look much more exciting than it really was.

Send

Once the game has been documented, send the form and instructions to a friend who can help us in our archival efforts. If you have received a sheet, please scan it if it came in the mail or save the document from discord and upload it to our Itch.io page at <https://mvmv.itch.io/archiveos>.

Game Prompts

	Genre	Theme	Platform	Feature	Feelies
0	Adventure	Pirates	Safari 2100	FMV	Journal
1	Platformer	Fantasy	Smartivision	Multiplayer	Map
2	FPS	Space	Family Entertainment System	3D Graphics	Manual
3	Strategy	Modern	GameGirl	Voice Acting	Sticker
4	Educational	Fishing	The Mega OverDrive	Procedural Generation	Cassette
5	Puzzle	Cars	Safari Panther	Tabletop Game Adaption	Pin
6	RPG	Horror	GameStation	Shareware	Calendar
7	Sports	Comedy	The Mega DreamMachine	Multi theme! (choose one more theme)	Postcard
8	Simulation	Abstract	Z-Cube	Based off IP	Badge
9	Arcade	Romance	The Orange Pépin	Bundled with Peripheral	Book

The Megaton Journey was the world's first video game console. Released in 1972, the Journey came with two joystick controllers and a variety of built in games supporting up to four colors! Additional controllers could be purchased that had different games built in and could be played when plugged in to the Journey.

It wasn't the first video game console, but the **Safari 2100** was the first to find mainstream success. Released in 1977 by Safari Entertainment, the 2100 came with two joystick controllers, a cartridge of the arcade hit Chomp Chomp, and a sleek wood grain finish. The console inspired many imitators but would outlast them all until a series of flops would lead to The Great Video Game Burnout of 1983. The console remains beloved by children who grew up during the early 80s and software is still being created for the platform by homebrew developers.

The Kettle Smartivision was released in 1979 by toy manufacturer Kettle Toys. The console was pitched as a device to turn the television into a Smart Television, and featured controllers resembling tv remotes. The console used commercials featuring sports commentator Howard Cosell to promote its technical superiority over the Safari 2600.

The Cardcom Family Entertainment System (FES) was a console released by Cardcom Co. in 1985. After a few years of the video game industry struggling due to The Great Video Game Burnout of 1983, the FES helped revive interest in the video games industry with its impressive graphics and mascot Eli the Electrician. The FES featured cards that would be swiped to load the game into the console and a data cartridge slot for save data. The FES became the best selling console of the 1980's and would make the Cardcom Co. one of the biggest console developers to this day.

The UltraGrafx-16 was the world's first 16-bit console. Released by Honeybee Software in 1987, the console enjoyed moderate success in Japan but failed to catch on in the rest of the world. The console's mascot Thud didn't catch on like competitor's mascots but the console's library of arcade games is held in high regard by retro gaming fans.

The MEGA OverDrive, called the MEGA Revelation in the US, was a console released by MEGA in 1989. The OverDrive gained a massive following in North America and Europe with its marketing towards teenagers and ads dismissing the Cardcom FES as "video games for babies." The console supported a great amount of customization with its series of peripheral add-ons including a Laserdisc attachment and cartridge that added their mascot Thunder the Aardvark to any OverDrive video game.

The Cardcom GameGirl was a portable gaming device released in 1989. Featuring a green and black display, the GameGirl allowed users to play games on a handheld device that was attached to the main processing device, which would sit in the users pocket with a cord connecting the two parts, and games could be swapped by inserting various cassette tapes. The device was a big hit for decades until it was eventually replaced by the GameGirl Advance, a portable device that used a touch screen.

The Cardcom Super FES was the followup to the FES and seen as a response to the MEGA OverDrive. The Super FES was a technical improvement on the FES and surpassed the MEGA OverDrive in graphical capabilities. It also ditched the card swiping functionality of the FES in favor of hard drives loading technology. Games were shipped on hard drives that had the games installed on them, and the user would slide the hard drive into the loading slot.

The Safari Panther was the final console released by Safari Entertainment. After the failures of their Safari 4200 and Safari 6800, they developed a VHS tape based console that focused heavily on full motion video games. Games were loaded by inserting a VHS tape into the console slot, where the console would then copy the code loaded on the tape along with the video footage into temporary memory that would be stored until the console was turned off. Unfortunately the high cost of the console and waning popularity of FMV games meant that the console was a financial disaster and Safari left the console market.

The PONY GameStation was released in 1995 and was the first of many GameStation consoles. Starting as an add-on for the Super FES, PONY decided to split from the partnership and turn it into a standalone device. The console became a massive hit with its cheaper games and appealing design featuring a cube with four legs and boomerang shaped controllers.

The Orange Pépin was a console released by Orange Inc. in 1996. After successes with the Orange II and Tangerine computers, they attempted to expand into the console market by creating a console that also had an electronic typewriter attached to it and internet connectivity. The console was a financial disaster due to the high cost and poorly received trackball controller. The platform didn't have a large library of games but became known for having a lot of educational and multimedia cd-roms during the height of their popularity in the mid-90s.

The MEGA Dreamstation was the final game console released by MEGA in 1999. The console allowed users to detach controllers from the machine and play them in a portable 8-bit mode. The console featured a unique UI where users would navigate through menus that represented someone's thoughts and overnight the save files of games would be updated with bonuses while users slept. After years of poorly received consoles and peripherals, people had moved onto other consoles such as the GameStation and the Dreamstation failed to gain any traction. The console remains beloved by MEGA fans because of its large library of experimental games like Dinosaur Genius, a simulation where you teach a dinosaur how to talk and play piano.

The Z-Cube was the first games console released by MacroSoft in 2001. The console was known for its sleek design, a black cube that had users insert discs into it like a toaster. While the console is infamous for its controller that was 25-centimeter wide and named The King, the console was still a success in North America because of its console exclusives, cutting edge 3D graphics, and the first console to have games that could be downloaded from the internet.

Resources

With many video game companies either closing or ignoring their catalog of games, there are people all over the world spending their time preserving games before they are lost forever.

This can include people ripping games from a disc or cartridge and uploading it to the internet, but preservation can also include saving the materials from the marketing or design of a game, preserving the source code, and interviewing the developers of a game to learn about the history. Even companies as big as Nintendo have games that are missing and have people searching for copies of the game to save it.

Helping with game preservation efforts can be as simple as looking through your cd-rom collection to see if there's an obscure game or magazine demo disc that doesn't appear to be anywhere online, or scanning issues of your old games magazine collection.

If you would like to learn more about games preservation efforts, here are some places to visit:

The Video Game History Foundation <https://gamehistory.org/>

Gaming Alexandria <https://www.gamingalexandria.com/wp/>

Forest of Illusion <https://illusion.64history.net/>

Internet Archive <https://archive.org/>

Games Preservation Society <https://www.gamepres.org/en/>

Unseen65 <https://www.unseen64.net/>